BATTLE RECORD: WANDERING (WOTL) VS. SPIDER-MAN (MARVEL)
Project Title: Whispers of the Lost Productions - Multiversal Combat Archive
Location: North Zone Favelas, Earth (Zion 7 Classification)
Subject: First Contact / Tactical Neutralization

I.THE ENCOUNTER

A multiversal rift, triggered by an external anomaly, deposited Peter Parker (Spider-Man) into the dense, vertical labyrinth of the Rio de Janeiro favelas on a parallel Earth. Disoriented and operating under his standard "Hero Code," Parker attempted to interfere with a tactical containment operation led by the local antihero known as Wandering.

II. THE SCRIPT

Wandering moves with Super Parkour precision—not just jumping, but flowing through the vertical labyrinth. The midday sun is at its peak, flooding the atmosphere with the radiation that fuels the GeneP54 mutation in his blood. He doesn't need webs; he uses the architecture itself as a kinetic battery.

Below, Wandering has three cartel members pinned. Suddenly, a strand of high-tensile webbing yanks his arm back.

Spider-Man: "Whoa, easy there! I think these guys have had enough of the 'street justice' for one day."

Wandering cuts the web with a combat blade and sticks a landing on a narrow ledge.

Mari (via Headset): "Wandering, focus. Scanners show he’s a multiversal anomaly. High-level agility, possible pre-cognition. He’s a tourist, but he’s dangerous."

Wandering: "He’s in my way, Mari." (To Peter) "You’re a long way from home. Here on Earth, we don't leave vipers in the grass to bite us tomorrow. We crush the head."

Spider-Man: "Look, I’ve heard the speech. But with great power comes great responsibility. You can't just—"

Wandering: "Responsibility? My responsibility is the survival of the people you’re letting these monsters hurt. You play at being a savior. I’m the cure."

THE FIGHT:

Spider-Man lunges, but Wandering’s Super Parkour allows him to ricochet off the walls with impossible speed. In these tight becos (alleys), Spider-Man cannot find the momentum for web-swinging. Wandering is a master of the terrain.

THE FINISH:

Spider-Man flips into the air to regroup. It is the opening Mari was looking for.

Mari: "He’s mid-air. Angle 14 degrees. Fire now!"

Wandering’s left wrist snaps forward. A high-velocity micro-dart, silent and nearly invisible, streaks through the air. Peter’s Spider-Sense flares, but he is mid-jump. The dart grazes his ribs.

Spider-Man: "A... dart? That’s it?"

Within seconds, his vision turns to static. The Synthetic Wandering Spider Venom hits his nervous system like a freight train, dismantling his brain-to-muscle connection. He collapses onto the corrugated tin roof, paralyzed.

Wandering: "Tell your 'Great Power'... it has no place here."

Wandering delivers a final, precision strike. The anomaly is neutralized.

III. COMBAT ANALYSIS

Lethality: Spider-Man fights to contain; Wandering fights to conclude. This psychological edge is the deciding factor.

The Venom: The synthetic Phoneutria neurotoxin is a "One-Hit Win." Even a graze causes systemic shock and loss of muscle control.

Tactical HUD: Mari provides real-time data to bypass the opponent's reflexes.

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